

# WINDY CITY PRIDE



## BOWLING

# Tuesday Night Mixed Bowling

## 2023-2024 Rules of Play

This league is sanctioned by the United States Bowling Congress (USBC). All rules not covered herein shall be under the jurisdiction of the USBC Handbook. The Secretary will hold a copy of the USBC Handbook and the Windy City Pride Rules. A PDF version of the USBC rules can be found online at [www.bowl.com](http://www.bowl.com). All other matters not explicitly covered by the Rules herein, nor in the USBC rules, remain at the discretion of the League Board of Directors (defined in 1. Management of the League) with disputes resolved by a majority vote of the League Board of Directors.

### 1. Management of the League

- 1.1. The management of this league shall be vested in the Board of Directors, consisting of the League's Executive Board (President, Vice President, Secretary, Treasurer, IGBO Representative, and each Team Captain.)
- 1.2. The Board of Directors, as defined above, shall enforce the league rules.
- 1.3. The entire League membership bowling on voting night shall elect officers. Each Bowler will have one (1) vote for each of the five (5) officer positions. In no event shall any team have more than five votes per officer.
- 1.4. League Captains Meetings
  - 1.4.1. Quorum to conduct an official meeting is 50% + 1 of the Board of Directors must be present.
  - 1.4.2. All votes are final with a simple majority of the voters present and shall constitute a quorum.
  - 1.4.3. If an Executive Board Member is also a Team Captain, he or she will receive only One (1) vote in all matters. However, he or she may have another representative from his or her team cast the vote for the Team. A representative from a team MUST be present to cast a vote.
  - 1.4.4. All Captains should assign a representative in their absence for all Captain Meetings. Teams that do not have a Captain or Representative present at a vote will forfeit its vote.

### 2. Sanctioning

- 2.1. All new Bowlers will be responsible to fill out a new USBC Sanction Card BEFORE they complete their first week of bowling.
- 2.2. A maximum of five team members, including team substitutes, will have their USBC membership paid for by the league as long as they bowl a 3-game series within the first 3 weeks of bowling. League substitutes will be required to pay for their own USBC membership or provide proof of membership in their local association. This includes all new members throughout the season. (Current USBC dues are \$29.00.)
- 2.3. All returning Bowlers will be responsible to validate their USBC Sanction Card Data within the first week they bowl. There is a station at registration for your convenience.

### 3. League Schedule

- 3.1. Shadow Ball practice begins at 6:15 p.m. every Tuesday Night. Per contract, league play and scoring begins at 6:30 p.m. and ends at 10:00 p.m.
- 3.2. Bowlers will not be allowed to practice on their assigned lanes the same day as league play is scheduled.
- 3.3. The League's bowling season is thirty-two (32) weeks divided into 3 segments, beginning 09/12/2023.
- 3.4. There is a 1-week break for the winter holiday Christmas and New Year's – 12/26/2023.

- 39 3.5. The First Third of bowling shall last 10 weeks: 9 Regular weeks, 1 week for Position Round  
 40 3.6. The Second Third of bowling shall last 10 weeks: 9 Regular weeks, 1 week for Position Round  
 41 3.7. The Third Third of bowling shall last 10 weeks: 9 Regular weeks, 1 week for Position Round.  
 42 3.8. Week 31 is dedicated to a four-team playoff and all teams bowl Sweepers round. (See Rule 4.) Per USBC rules,  
 43 scoring will count toward averages. No team points will be awarded.  
 44 3.9. Week 32 is dedicated to the Championship round and all teams bowl Sweepers round. (See Rule 4.) Per USBC  
 45 rules, scoring will count toward averages. No team points will be awarded.

46 4. Position Rounds & Championship Rounds (Playoffs)

- 47 4.1. **NOTE:** Teams that do not qualify for either the Playoff or Championship Rounds are not vying for end of season  
 48 Prize Money during weeks 31 and 32; however, all teams are competing in Sweepers, which is a money-based  
 49 competition. Winners and Runners-up of Playoffs in Week 32 receive the League's Trophies at the Awards  
 50 Banquet. (See Awards)  
 51 4.2. Each Third of bowling will consist of 9 weeks of regular league play, 1 week for Position Round.  
 52 4.3. During the Position Round in Week 10, Week 20 and Week 30, teams will bowl first vs. second, third vs. fourth,  
 53 fifth vs. sixth etc. Teams will be assigned to lanes based on current round standing and shall progress through  
 54 lane pairs as the season progresses. Specifically:  
 55

Lane Assignments			
Competition Type	Week	Top Seed	Bottom Seed
Position Round 1	10	1 <sup>st</sup> Pair	Last Pair
Position Round 2	20	2 <sup>nd</sup> Pair	1 <sup>st</sup> Pair
Position Round 3	30	3 <sup>rd</sup> Pair	2 <sup>nd</sup> Pair
Playoffs	31	4 <sup>th</sup> Pair	3 <sup>rd</sup> Pair
Championship	32	5 <sup>th</sup> Pair	4 <sup>th</sup> Pair

- 56 4.4. When the above chart results in assigning a team to the same pair of lanes as the previous week, new lane  
 57 assignments will be manually adjusted by the secretary.  
 58 4.5. The team with the most points each third will qualify for the roll-offs in week 31. When there is a tie for 1st  
 59 place at the end of any Third, Playoff, or Championship round, the tied teams will play a one-game roll-off to  
 60 break the tie. This roll-off shall be played the night the tie occurs unless both teams, and the observing officer,  
 61 agree to another date prior to the next normally scheduled league competition for that season. Ties for all other  
 62 positions shall be broken by year-to-date total handicap pins.  
 63 4.6. After week 30, the team accumulating the most points for the year and not already qualified for a playoff spot  
 64 will be declared the wildcard team and claim the 4th and final playoff spot.  
 65 4.7. Seeding:  
 66 4.7.1. The winning teams from each third will be seeded 1, 2, and 3 based on year-to-date total points won.

- 67 4.7.2.If there is a tie for seeding, the first tiebreaker will be head-to-head win/loss record. If a tie remains, total  
68 year handicap pins will be used. If a tie remains, the two teams will complete a one-game tiebreaker for  
69 seeding. Pins and points will not count toward standings or awards for the one-game tiebreaker.
- 70 4.7.3.The wildcard team will be seeded 4th.
- 71 4.8. During Week 31 playoffs, the number one seed will bowl the fourth seed on the fourth pair of lanes. The  
72 number two seed will bowl the number three seed on the fifth pair of lanes. Each match will be a best of three  
73 playoff.
- 74 4.9. During Week 32 Championship Playoff, the two winners from week 31 will complete a 3-game playoff on the  
75 fifth pair of lanes to determine the Overall League Champion. The two teams that lost in week 31 will complete  
76 a 3-game roll-off on the sixth pair of lanes to determine Overall League Third and Fourth place finish. All teams  
77 not participating in the Championship roll-offs will not bowl a normal position round as a full league.
- 78 4.9.1.If the same team wins two of the thirds, that team will automatically advance to play for the championship  
79 in week 32. In week 31, the Wild Card team will bowl the winner of the other third for the right to advance  
80 to the championship. The team that won two of the thirds will bowl the team with the most total points for  
81 sweeper money. In week 32, the team that won two of the thirds will bowl the winner from week 31 for  
82 the League Championship. All other teams will bowl for sweeper money in the order of their current  
83 standing.
- 84 4.9.2.If the same team wins all three of the thirds, that team will be deemed League Champion and the Wild  
85 Card team will be deemed Runner-up (2nd Place). In this scenario, in week 31, all teams will be bowling for  
86 Sweepers based on their current overall standing (based on points). In week 32, the league champion will  
87 bowl the wild card team for Sweepers only, as that team's standing has already been determined. The next  
88 two teams with the most total points for the season will bowl for 3rd and 4<sup>th</sup> place. All other teams will  
89 bowl for Sweepers in the order of each team's current standing.
- 90 4.10. During Position Rounds, all teams will be competing for total points. The team cash payouts at the end of  
91 the season will be based on total points won for each completed third, and not by the team's placement in the  
92 playoffs. This is further explained in the Awards section.
- 93 4.11. Any bowler participating in the Position, Playoff or Championship must have bowled nine games prior to  
94 position round one to qualify for that position round, fifteen games prior to position round two to qualify for  
95 that position round, and twenty-one games prior to position round three and the playoffs and championship to  
96 qualify for these weeks. Exceptions may be granted by the executive board. In an exception, said bowler(s) must  
97 have bowled at least nine games to have an established average.
- 98 5. Establishment & Collection of Fees and Dues
- 99 5.1. Weekly Dues - The amount to be paid by each bowler on each night shall be \$25.00 (twenty five dollars), of  
100 which \$13.00 shall cover the cost of bowling (lineage). The balance of weekly league dues shall be placed in the  
101 league treasury. All league funds will be held by the Treasurer until the completion of the league schedule and  
102 disbursed at the end-of-year banquet for prizes, awards, trophies and other league expenses.
- 103 5.1.1.The full \$25.00 is due when the bowler participates. There are five \$25.00 fees due (\$125 per team) per  
104 week regardless of attendance.
- 105 5.1.2.In the case of one or more absent bowlers, the five bowlers listed on the payment coupon will be charged  
106 with owing bowling fees that week. If less than five bowlers are listed on the pay sheet, the bowler(s)  
107 whose blind score is used will be charged for bowling fees that week. If a team has less than five bowlers,  
108 the team as a whole will be responsible for paying the fees owed that week and they will be charged to the  
109 team captain.
- 110 5.1.3.No bowler, at any time, may fall behind more than two weeks (\$50.00) in bowling fees. No team shall fall  
111 behind more than two weeks (\$250.00). The scores of each individual who is delinquent will not be  
112 counted toward the team score for those weeks a delinquency exists. Bowlers who owe more than \$50 on  
113 the pay sheet are not eligible to bowl until they have caught up. This is called "Bowler Ineligibility." Bowlers

114 can catch up on the night of play and will regain their eligibility immediately. Teams that owe more than  
115 \$250 will be given a forfeit. This is called a "Team Forfeit".

116 5.1.4. It is the responsibility of the Team Captain to collect all fees for all bowlers on his or her team.

117 Enforcement of this rule may force a team to forfeit one or more games as determined by the legal line up  
118 definition in Rule 9. It is the responsibility of the League Treasurer to notify the team in arrears, its  
119 competitor that night, and the League Secretary of a "Team forfeit" prior to the end of the first game. It is  
120 the responsibility of the League Treasurer to note a "Bowler's Ineligibility" before the end of the first game.  
121 Only under these circumstances may league subs complete a team's legal line-up.

122 5.2. Advance Payment of Bowling Fees - The bowling fees for the last two weeks shall be paid by each regular bowler  
123 prior to the completion of the fifth week (10/10/2023).

124 5.3. Sponsorship Fee - A Sponsor Fee of \$125.00 (one hundred twenty five dollars) shall be paid by each team in the  
125 league. The fee shall be collected by the fifth week. It is the responsibility of each team captain to collect the  
126 fee from his or her sponsor or, if self-sponsored, pay the fee by the due date. A team may be forced to forfeit  
127 eligibility if it does not make arrangements with the league Treasurer for late sponsorship payment

128 5.4. Form of Payment - All fees may be paid with cash, money order, or personal/business check.

129 5.4.1. Personal/Business checks will be accepted in the payment envelope for bowling and sponsorship fees only.

130 5.4.2. Any person who has had two (2) checks returned to the League for any reason will no longer be able to pay  
131 his or her bowling fees by check.

132 5.4.3. No personal checks can be used to pay bowling fees after the 29th week of bowling (04/02/2024).

133 5.4.4. League officers have no authority to endorse, approve, or otherwise sponsor any check presented to the  
134 bowling house for cash on behalf of the league.

## 135 6. Team Rosters

136 6.1. Team Captains shall turn in rosters of team members to the Secretary at the start of the season subject to the  
137 following conditions:

138 6.2. Rosters shall be limited to eight (8) bowlers, which can be set up in two ways:

139 6.2.1. Five (5) regular members in good standing based on rule 5.3 and three (3) substitutes, or

140 6.2.2. up to eight (8) bowlers on a rotating schedule if agreed upon by all team members

141 6.3. The team captain must notify the league Secretary immediately of any changes to the roster as well as  
142 document the change on that week's recap sheet. Bowlers removed from the team roster will be moved to the  
143 league substitute list.

## 144 7. Legal Team Line-Up

145 7.1. Any bowler on a team's roster may count toward the legal team line-up of five (5) bowlers each night of league  
146 play. A minimum legal line-up consisting of at least three (3) players from the permanent roster must be present  
147 by the completion of the first (1st) frame of each game. Less than three rostered bowlers will result in a forfeit  
148 of that game. League substitutes may not be counted toward a legal line-up.

149 7.2. League substitutes may bowl for any team provided that the bowler meets the following requirements prior to  
150 bowling his or her first frame:

151 7.2.1. USBC must sanction the bowler. If the bowler is not already sanctioned, he or she must become sanctioned  
152 with the league and pay all applicable fees prior to bowling. If the bowler is already sanctioned, he or she  
153 must still fill out a USBC sanctioning application to document their participation in this league.

154 7.2.2. The league Secretary (or other league officer in the Secretary's absence) must approve eligibility for a  
155 league substitute before any frames are bowled. All scores for a league substitute who is not approved may  
156 not be counted, even if it causes a team to lose a game or series.

157 7.2.3. League substitutes are not required to pay weekly dues. It is the responsibility of the team captain to  
158 ensure dues for an absent bowler are paid in a timely manner and that the payment coupon still lists a  
159 bowler to be charged for dues that week.

160 7.2.4.The entering average used for a league substitute will be the highest verifiable USBC sanctioned average  
161 from the prior season. If no average exists from the prior season, the average will be determined from the  
162 first completed series (three games) bowled. The first time a league substitute bowls, he or she must bowl  
163 a complete series, or no scores will be counted.

164 7.2.5.L league substitutes are not eligible for any league awards, but are fully eligible for any USBC awards.

165 7.2.6.L league substitutes are not eligible to bowl during any position round or playoff.

## 166 8. Tardy Bowlers

167 8.1. Bowlers arriving late may enter any game, provided the third frame has not been completed. The League  
168 President reserves the right to extend this allowance to the fifth frame of the first (1st game in the event of  
169 inclement weather or other extenuating circumstances. A bowler arriving during the second (2nd) or third (3<sup>rd</sup>  
170 game shall have his or her average, less ten pins, entered as his or her score for the first game (see Absentee  
171 and Vacancy Scores). Missed frames may be made up if the bowler arrives in time to participate in the current  
172 game.

## 173 9. Average and Handicap

174 9.1. A bowler's entering average will be determined as prioritized below:

175 9.1.1.Returning Windy City Pride Tuesday Night Mixed immediate prior fall season bowlers, with 21 games  
176 bowled, will carry their final average over to the new season.

177 9.1.2.Any new bowlers to the league will use their highest verifiable USBC book average for the immediate prior  
178 fall/winter/spring season;

179 9.1.3.If no immediate prior average exists, the bowler's highest verifiable USBC book average for the year prior  
180 to last fall/winter/spring season;

181 9.1.4.If neither of the above exists, the highest sanctioned summer league from the prior 2 years will be used;

182 9.1.5.If none of the above applies, the bowler will establish an average upon completion of his or her first series.

183 NOTE: Because an average is not established until the first completed series, a bowler starting with no  
184 entering average and not bowling a complete series during his or her first night on the league will receive  
185 "zero" handicap.

186 9.2. Bowlers will use their entering average until a 9-game "current" average has been established, which will be  
187 effective starting with the 10<sup>th</sup> game bowled.

188 9.3. Handicap shall be calculated as 90 % of the difference between an individual average and a scratch score of 225.

189 9.3.1.Example A: A bowling average of 150 has a handicap of 67 pins  $[(225-150) \times 90\% = 67]$

190 9.3.2.Example B: A bowling average of 100 has a handicap of 112 pins  $[(225-100) \times 90\% = 112]$

## 191 10. Absentee and Vacancy Scores

192 10.1. When a team has less than a full legal line-up of five bowlers, a blind score may be used for each absent  
193 bowler, provided the following provisions are met:

194 10.1.1. The absent bowler average used must be on the team's legal roster, and

195 10.1.2. The blind score must be the absent bowler's average, minus ten (10) pins, and

196 10.1.3. The blind score must be the average of the absent bowler who has bowled the most games.

197 10.1.4. If more than one bowler meets all of the above requirements, the team may choose which score is used.

198 10.2. When a team does not have a full roster line-up, a vacancy score of 170 shall be used with a handicap of  
199 49.

## 200 11. Position Standing and Scoring

201 11.1. Team standings shall be determined on a point basis as follows:

202 11.1.1. Two (2) points are awarded for each game won, and one (1) is point awarded for winning the series.

203 11.1.2. If a tie results in a game or series, the points to be awarded shall be split evenly between the two teams  
204 competing in the game or series.

205 11.2. In case of a tie in team standings, total handicap pins for that third (first, second, or third) shall be  
206 considered the basis on which to break the tie. If there remains a tie for 1<sup>st</sup> Place, at the end of any third, (week

207 #10, 20, 30), a one game roll-off will be held to determine the winner of that third. Pins and points from the one  
208 game roll-off are not included in overall league standings nor used to determine prize fund awards nor eligible  
209 for league and USBC awards.

## 210 12. Salaries

211 12.1. The Secretary and Treasurer's fee shall be determined at the rate of \$.35 per bowler per night, multiplied  
212 by 32 weeks. The fee shall be paid directly in three installments. The first installment is to be paid at the end of  
213 Week 10 for the amount equal to 10 weeks of activity. The second installment is to be paid at the end of Week  
214 20 for the amount equal to 10 weeks of activity. The third installment is to be paid at the end of Week 32 for the  
215 remaining balance of the season. Payment arrangements may be modified by a majority vote of the Executive  
216 Board.

## 217 13. Forfeits

218 13.1. When a team forfeits a game, the opposing team shall still bowl as part of regular league play. In this  
219 case, a forfeited game will be handled under the rules of bowling a blind team. If bowlers from a forfeiting team  
220 bowl, their scores shall count toward their league average and they are eligible for all league and USBC awards.  
221 Forfeits shall be enforced due to extended violations of any stated rule regarding fees.

## 222 14. Postponements

223 14.1. In the case of an emergency or extenuating circumstance where a team is unable to attend regular  
224 league play, the team captain shall notify the opposing team captain and the league Secretary at least twenty-  
225 four (24) hours before the start of the league play to request a postponement.  
226 14.2. Any rescheduling of games shall be at the convenience of the opposing team captain and with the  
227 approval of the league Executive Board. Due to limited lane availability, and to ensure scores are updated for the  
228 following week's play, the games can only be made up on a Sunday, and must be completed before the next  
229 scheduled night of league play begins. Position rounds and playoffs may not be postponed unless a team is  
230 bowling a USBC tournament and those teammates bowling in the tournament cause a non-legal line up for that  
231 week, e.g., if there are only three people bowling in the USBC tournament and the team has eight people on its  
232 roster, the team cannot postpone bowling or pre-bowl). A league officer must be present for the makeup  
233 games.

## 234 15. The Blind Team

235 15.1. When there are an odd number of teams on the league, a team shall be formed without actual  
236 participants to allow for proper pairing each night of league play. This team is the "Blind" Team and the team  
237 bowling unopposed may only win points by beating the Blind Team (see below.)

238 15.2. When a team forfeits, the opposing team may only win points by the same rules for beating a Blind  
239 Team.

240 15.3. To beat a Blind Team, the team bowling must bowl within 50 pins of its team average to win points. To  
241 calculate the team average, add up the averages of the five (5) bowlers who are bowling, add the handicaps for  
242 the same five (5) bowlers, and subtract fifty (50) pins. This is the total minimum score needed to beat the  
243 "Blind" Team each game. [Example: five bowlers on a team competing against the blind team have a 600 scratch  
244 average and a 525 handicap, which equals 1,125 Total Handicap Average. The team must bowl a total score of  
245 1,075 or greater to win that game. Bowling less than 1,075 will result in no points won that game.]

## 246 16. Prizes and Awards

247 16.1. Once all league income and expenses are accounted for, the remaining balance in the league treasury  
248 will be designated as the prize fund for the season.

249 16.2. The league will distribute the following monetary awards at the end of season banquet:

250 16.2.1. Teams with High Scratch Game, High Handicap Game, High Scratch Series, and High Handicap Series.

251 Teams may win only one of the above team awards each season.

252 16.2.2. Men with High Scratch Game, High Handicap Game, High Scratch Series, and High Handicap Series. Male  
253 bowlers may win only one of the above men's awards each season. A bowler must bowl at least 64 games  
254 during the season to qualify for any individual award.

255 16.2.3. Women with High Scratch Game, High Handicap Game, High Scratch Series, and High Handicap Series.  
256 Female bowlers may win only one of the above women's awards each season. A bowler must bowl at least  
257 64 games during the season to qualify for any individual award.

258 16.2.4. Specialty Awards, which may include Most Improved and/or High Average.

259 16.2.5. A payout will be made to each participating team for each third completed for an amount comparable to  
260 that team's overall final standing in each third. The final standing is calculated by number of points.  
261 Sweepers Weeks 31 and 32 do not count toward final position. NOTE: A team's cash payout is not  
262 determined by participation in or results of the playoffs in Weeks 31 and 32. Week 32 is used to determine  
263 Overall League Champion and Overall 2nd through 4th place only.

264 16.2.6. A trophy will be awarded to the sponsor of each team finishing Overall 1st through 4th place. The  
265 trophies will be of a size and stature befitting the places to which they are awarded.

266 16.2.7. Five individual bowler trophies will be awarded to each Overall 1st and 2<sup>nd</sup> place team. The trophies will  
267 be of a size and stature befitting the places to which they are awarded.

268 16.2.8. The league President may award additional and reasonable trophies or non-cash gifts at their discretion.

269 16.3. **Tim "Timber" Keeney Sportsmanship Award.** Each season the league Executive Board will solicit  
270 nominations from the general membership for the bowler(s) who demonstrates unparalleled sportsmanship.  
271 After careful consideration, the Executive Board will decide a winner and they will be announced at the end of  
272 season banquet.

273 16.4. **Windy City Pride Tuesday Mixed Bowling Hall of Fame.** Each season, the league Executive Board will  
274 consider inductions into the league's Hall of Fame (HOF). Each inductee's name is recorded on a large plaque  
275 and displayed as space allows. There are no minimums or maximums to the number of inductees. As such, there  
276 may be seasons when there are no inductees.

## 277 17. Fundraising, Charitable Contributions and Games (Side pots)

278 17.1. The following raffles, side pots and games are pre-approved for this league, open to all bowlers and will  
279 be conducted according to the rules listed here:

280 17.2. **Charity Fundraising – 50/50 Raffle.** The goal of this weekly raffle is to raise funds for charitable  
281 organizations on behalf of the Windy City Pride Tuesday Night Mixed Bowling League. The following rules will  
282 apply to this game:

283 17.2.1. The overall management of this raffle will reside with the league Vice President. Raffle proceeds shall be  
284 held in the WCP checking account, currently managed by Waveland Bowl.

285 17.2.2. Standard raffle tickets will be sold starting Week 2.

286 17.2.3. Ticket prices are 1 ticket for \$1, 6 tickets for \$5 and 12 additional tickets for each additional \$5  
287 purchased.

288 17.2.4. Tickets will be sold by teams in the league for all 31 weeks. When there is an odd number of teams, the  
289 team bowling the blind team shall sell 50/50 tickets. When there is an even number of teams, the league  
290 vice-president, during Week 1, shall draw random team names to assign each team the week that team is  
291 scheduled to sell tickets. If there are more than 31 teams on the league, the drawing will include a "Bye"  
292 for the same number of teams exceeding 31. The bye teams will not sell tickets this season. However, any  
293 team(s) that receive(s) a bye may trade its bye with a team selling tickets with Executive Board approval.

294 17.2.5. Selling teams are welcome to donate one additional prize as a second chance drawing.

295 17.2.6. One winning ticket will be drawn at or near the end of the second game. The holder of the winning ticket  
296 immediately wins half of the pot.

297 17.2.7. The winning ticket holder will then attempt to bowl a strike. When the winning ticket holder:

- 298 17.2.7.1. is an individual WCP bowler, he or she must bowl and may not designate any other person to  
299 bowl in his or her stead;
- 300 17.2.7.2. is a WCP team, a member of that team must bowl; the winning team may not designate anyone  
301 to bowl other than a member of the winning team;
- 302 17.2.7.3. is not a current WCP bowler, i.e., bar tenders, Waveland staff, and Alley Dog employees, he or  
303 she may designate a WCP bowler, who is bowling that night, to bowl in his or her stead.
- 304 17.2.7.4. If successful, the winning ticket holder wins the other half of the pot. If unsuccessful, the other  
305 half of the pot goes into the charity fund. Any money won by the winning ticket holder and donated  
306 back to the league will also go directly into the charity fund.
- 307 17.2.8. All WCP bowlers are eligible to participate in the nominating and voting process to select the "Top  
308 Three" charities to which to donate proceeds from the 50/50 raffle. The "Top Three" charities shall be  
309 selected using the following formula:
- 310 17.2.8.1. Week 3 – initial call for nominations. All league members eligible to participate
- 311 17.2.8.2. Week 4 – vote to select top charities from initial list of nominees, which will be grouped into  
312 three charity categories. Groupings depend on the nominations submitted.
- 313 17.2.8.3. Week 5 – vote to select the top 3 charities, 1 each from the three groupings.
- 314 17.2.9. League Vice President, or his or her designee, shall post a weekly year-to-date tally of funds received.
- 315 17.2.10. The league Executive Board may select one charity for donation at its discretion and make that  
316 donation at any time during the season provided funds are available to make the donation. This donation is  
317 limited to \$1,000.
- 318 17.2.11. The team that collects the most money during the season will be permitted to sell tickets for a  
319 special 50/50 raffle during the end of season banquet. The winner of this special raffle will receive half the  
320 pot. The other half of the pot will be given to the team selling the tickets at the banquet.
- 321 17.2.12. The 50/50 drawing will always take place after all teams have completed their second game of  
322 bowling.
- 323 17.3. **Mystery Pot.** The goal of this game is to provide an inexpensive and even chance for all participants to  
324 win money. The following rules will apply to this game:
- 325 17.3.1. Starting Week 2, a designated manager, approved by the Executive Board, will collect funds from any  
326 bowler who wants to participate. The fee for entry is \$1.00 and a bowler may only enter the pot one time.
- 327 17.3.2. After all bowlers have completed the second game of bowling, a scratch score of 75 or greater will be  
328 drawn at random.
- 329 17.3.3. All bowlers who have paid into the pot and bowled the announced score for either the first game or the  
330 second game will be declared a winner. All winners will split 100% of the pot collected that night. Winners  
331 are welcome to tip the person running the pot as a gesture of good will for his or her time and effort.
- 332 17.3.4. If no winner is declared after the first bowling score is drawn, up to two more scores will be drawn until  
333 there is a winner. If after three scores drawn there is no winner, the entire pot will be held over and added  
334 to the next week's game.
- 335 17.3.5. For a rolled over pot, any bowler who did not participate in the pot the first week will be required to pay  
336 \$2.00 to join the game the second week. In the second week of a rolled over pot, scores will be drawn until  
337 there is a winner. During Week 32, a score will be drawn until there is a winner regardless of whether the  
338 pot is a roll-over or not.
- 339 ~~17.4. **Handicap Doubles Pot.** The goal of this game is to provide participating bowlers multiple chances to win  
340 cash based on the highest scores bowled by participants. The following rules will apply to this game:~~
- 341 ~~17.4.1. Starting Week 2, the designated manager, will collect funds from any bowlers who want to participate.~~
- 342 ~~17.4.2. The entry fee is \$4.00 per doubles pair. Bowlers may enter as many doubles pairs as they wish and must  
343 return a legible participation form to the pot manager. The manager will verify the appropriate funds are  
344 paid and give the paying bowler a receipt.~~



345 ~~17.4.3. The total handicap score for the second game only for each bowler per pair is added together and~~  
346 ~~compared to all other participating pairs. It is the sole responsibility of the paying bowler to turn in scores~~  
347 ~~to the pot manager by the announced deadline. Failure to do so will render the scores void if the winners~~  
348 ~~have already been declared.~~

349 ~~17.4.4. The three highest scoring pairs will be declared the winners. 1st place pays 50% of the pot; 2nd place~~  
350 ~~pays 35% of the pot; 3rd place pays 15% of the pot. The total pot payout is 100% of money collected.~~  
351 ~~Winners are welcome to tip the person running the pot as a gesture of good will for his or her time and~~  
352 ~~effort.~~

353 17.5. Any other league-wide games, raffles, charity fundraising, or other sales must gain approval from the  
354 league Executive Board prior to conducting the sale. The league Executive Board may modify or revoke any  
355 raffle, game, pot, etc. without advance notice and in the best interests of the league and its membership.

356 17.6. For all fundraising sales, cash collections must be deposited into the league treasury each night funds are  
357 collected. At the end of the season, 100% of the proceeds will be paid via check to the designated charity or  
358 charities.

#### 359 18. Children's Rule

360 18.1. There have been safety concerns brought up regarding children in the bowling alley. Accordingly, if you  
361 are going to bring children, it is imperative that you make sure they are monitored. This will ensure the safety of  
362 both children and bowlers from accidents that can happen when children are running around the bowling alley.  
363 Let us make sure we keep this a fun, competitive, and safe league for all. Thanks for your cooperation.

#### 364 19. Conduct and Sportsmanship Statement

365 19.1. The Windy City Pride Tuesday Night Mixed League is a social league with deep and historic roots in the  
366 LGBTQ communities. All bowlers are welcome and respected, without regard to gender orientation or  
367 identification. Each member and officer participating in the league shall demonstrate through his or her actions  
368 and behaviors the utmost respect, courtesy, and good sportsmanship toward all other members of the league  
369 and bowling alley staff at all times. Any conduct, comment, or deliberate action detrimental to or denigrating of  
370 any individual, team, or the league in general will be subject to dismissal from the league as afforded in USBC  
371 League Rules. A player dismissed from the league forfeits all claims to a refund of fees paid, or awards and cash  
372 prizes for which he or she may be eligible. Please use the prevailing community standards on this rule. A person  
373 who uses strong language after an under par bowling frame, is not unto itself, poor sportsmanship; kicking the  
374 ball return or damaging property, however, may be considered poor sportsmanship.